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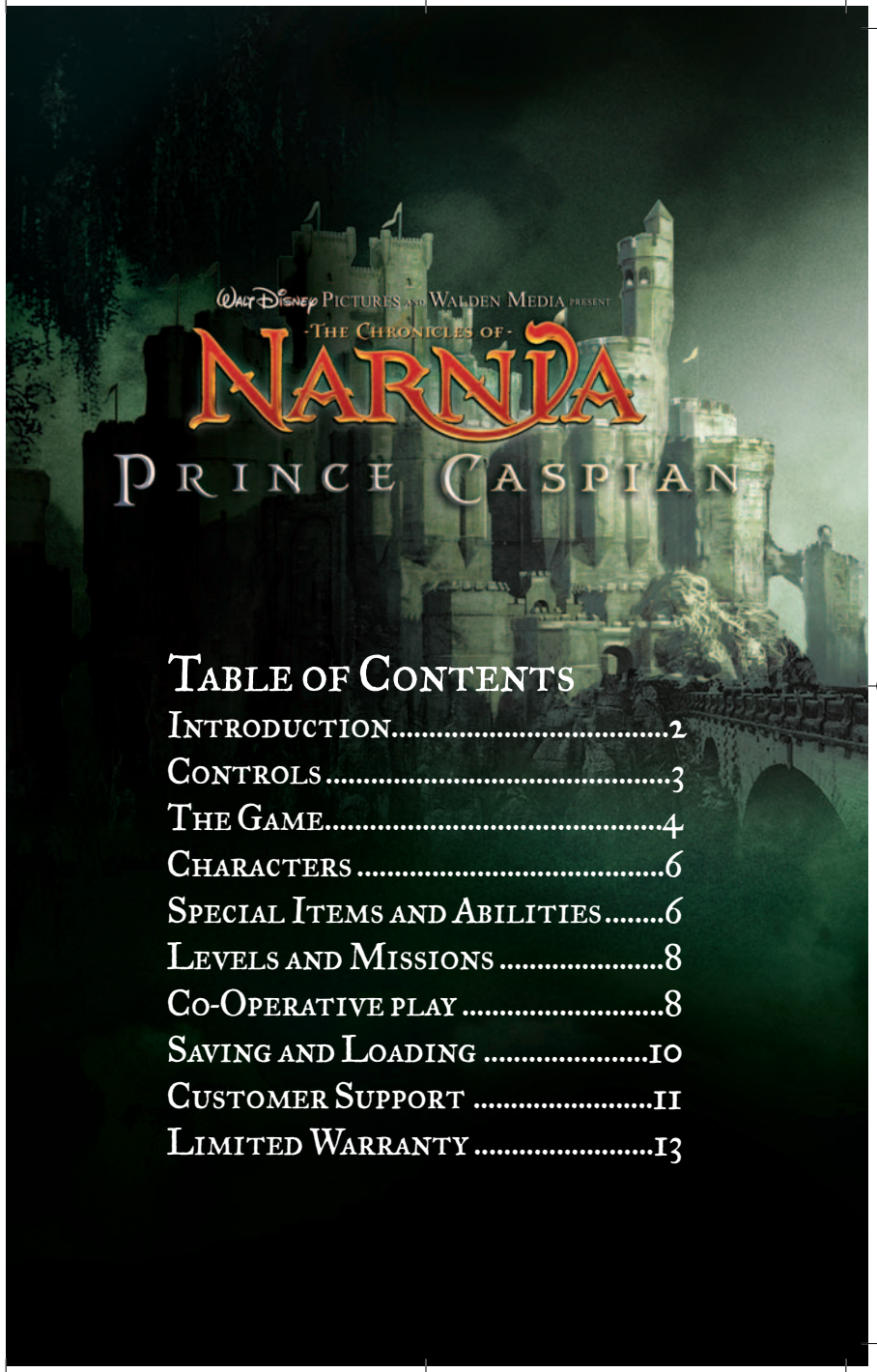
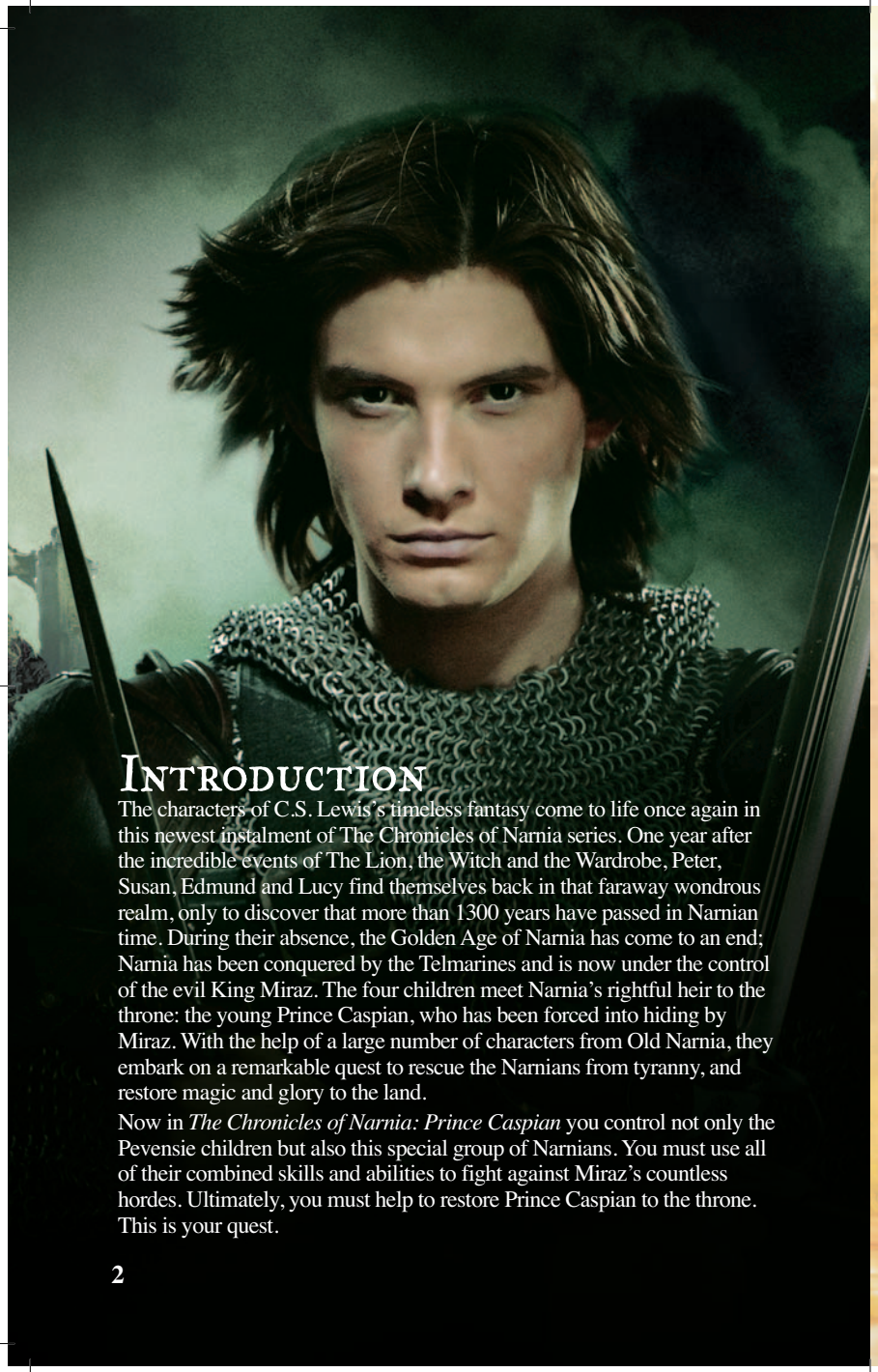


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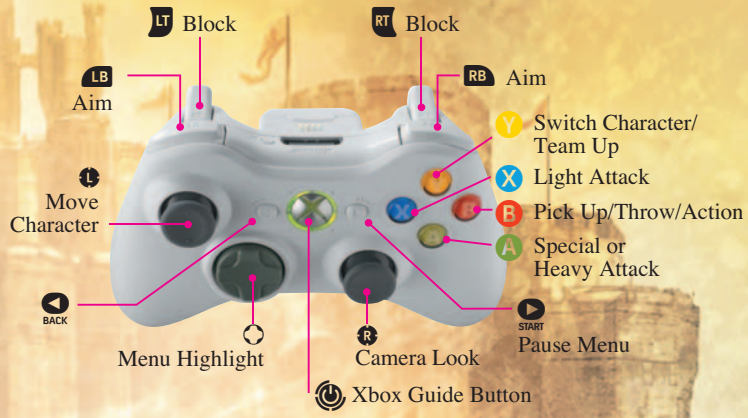
Introduction

The characters of C.S. Lewis's timeless fantasy come to life once again in this newest instalment of The Chronicles of Narnia series. One year after the incredible events of The Lion, the Witch and the Wardrobe, Peter, Susan, Edmund and Lucy find themselves back in that faraway wondrous realm, only to discover that more than 1300 years have passed in Narnian time. During their absence, the Golden Age of Narnia has come to an end; Narnia has been conquered by the Telmarines and is now under the control of the evil King Miraz. The four children meet Narnia's rightful heir to the throne: the young Prince Caspian, who has been forced into hiding by Miraz. With the help of a large number of characters from Old Narnia, they embark on a remarkable quest to rescue the Narnians from tyranny, and restore magic and glory to the land.

Now in *The Chronicles of Narnia: Prince Caspian* you control not only the Pevensie children but also this special group of Narnians. You must use all of their combined skills and abilities to fight against Miraz's countless hordes. Ultimately, you must help to restore Prince Caspian to the throne. This is your quest.

Game Controls

Xbox 360 Controller



Menu Navigation	Control
Menu Highlight	L thumbstick / Directional pad
Menu Select	A button

In-Game Action	Control
Move Character	L thumbstick
Special or Heavy Attack	A button
Switch Character/Team Up	Y button
Light Attack	X button
Pick Up/Throw/Action	B button
Block	LT or RT trigger
Aim	LB bumper or RB bumper
Camera Look	R thumbstick
Pause Menu	START button

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating.

For more information, go to www.xbox.com/familysettings.

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The Game



The Game Screen

1. Character Portrait
This shows the portrait of the current character under your control.

2. Shield
This shows the current character's identifying shield. If any character disappears from sight you will see their shield in a position approximating where they are (behind a wall, in a tunnel etc).

3. Keys
There are a number of special keys in the game throughout the levels that can be picked up. These are used to unlock various bonus chests (which allow access to bonus missions or other rewards).

4. Shards
Silver, Gold and Blue Shards, are scattered throughout the game world. Collect the shards to level-up your overall health.

5. Health
The current character's health is below your shield. Health can be restored by picking up hearts in the game world - look out for them.

6. Level Map
The Level Map is a top down view of the immediate area around the current character and shows the location of other game characters, enemies and other useful objects.

7. Help
You will get lots of on-screen help as you explore the many levels and missions. If something can be done to an object or location there will be a prompt on the screen.

8. Objects, Items and Puzzles
Explore the detailed world very carefully; many objects in the game can be picked up, thrown, smashed, pushed, pulled, or made to work in some special way that could solve a puzzle.

9. Performing Tasks
Sometimes one of the characters will have to perform a specific task to progress the adventure and it's up to you to choose that character.
For example, if a large chunk of rock has to be moved, you must select a physically strong character in the party to move it. These tasks are shown clearly with a flashing outline, an arrow or a button press graphic.

Characters

Switching Characters

There are a large number of different characters you can control in the game and you can easily switch control from one to the other. Switching allows you to use the characters' special skills, weapons, abilities, strength, or size (large and small) to your advantage in progressing through the adventure. For example, if there is a small opening, why not switch to a small figure like a Dwarf, and see if he can fit through it? Stand close to the other character and press the Ⓨ **button** to switch.

Teaming Up Characters

To team up with a Gryphon, Horse or Giant stand close to the character you wish to team up with and press the Ⓨ **button**.

Teamed Up Character	New Ability
Gryphon	Fly or hover
Horse	Speed across ground & jumping
Wimbleweather & Giants	Increased throwing distance, Power Smash & allows high access

Special Items & Abilities

The game features many different special items that can be used in the adventure to great effect. Look out for them.

Here are a few:

Grappling Hook

This is a length of rope with a hook on the end that you can aim and throw. It can be lodged at the top of a high wall allowing your character, and others in the party, to climb it.

Torch

A torch will light up a target or an area for a period of time.

Power Smash

Characters with Power Smash ability can lunge forward and do massive damage to any object or structure ahead of them. Sometimes a Power Smash is the only way to get through difficult obstructions.



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Levels and Missions

The Chronicles of Narnia: Prince Caspian leaves you free to roam all of the surrounding areas in a level. As you explore you will encounter different missions. You may also be faced with puzzles to solve or enemies to defeat before you can make any more progress in the adventure.

Some missions are key to the main adventure, while others are secondary, allowing you (if you so wish) to explore other less frequented parts of the world around you. These missions will become available by opening bonus chests with keys. Bonus missions are based on defending, capturing, surviving or eliminating something.

Once all the main missions have been completed (most can be completed in any order) then you will be able to go to a new level.

Co-operative Play

A second player can join the game at any time by connecting a second Xbox 360 Controller.

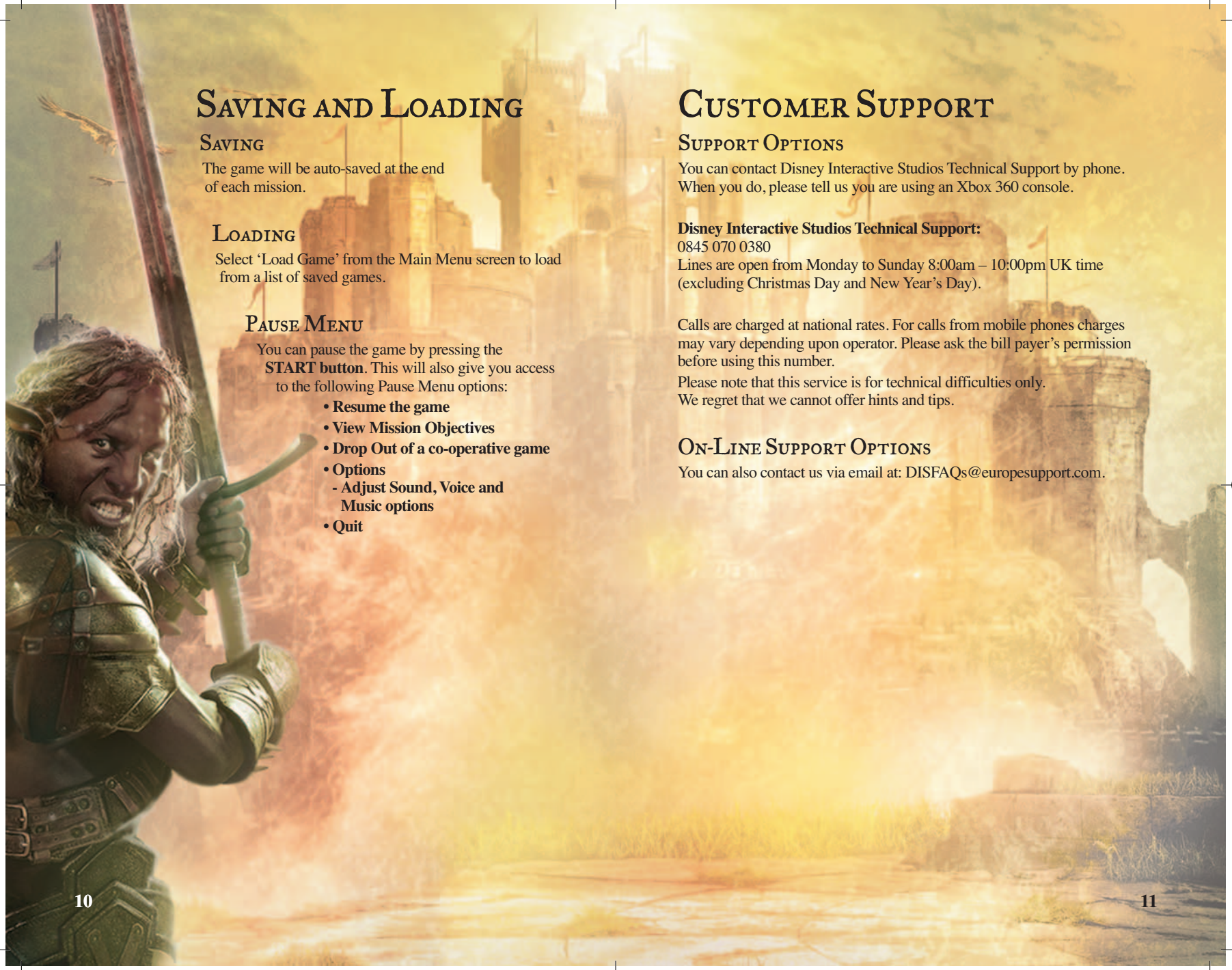
Connect the second Xbox 360 Controller and press the **START button**.

A HUD containing the statistics of the second player will appear at the top right corner of the screen. From that point on both players will be able to play the game co-operatively until one of the players decides to drop out of the game.

To drop out of the game press the **START button** to pause the game and select 'Drop Out' from the Options Menu.

The remaining player will then resume control of the characters in the mission or level.

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Saving and Loading

Saving

The game will be auto-saved at the end of each mission.

Loading

Select 'Load Game' from the Main Menu screen to load from a list of saved games.

Pause Menu

You can pause the game by pressing the **START button**. This will also give you access to the following Pause Menu options:

- **Resume the game**
- **View Mission Objectives**
- **Drop Out of a co-operative game**
- **Options**
  - **Adjust Sound, Voice and Music options**
- **Quit**

Customer Support

Support Options

You can contact Disney Interactive Studios Technical Support by phone. When you do, please tell us you are using an Xbox 360 console.

Disney Interactive Studios Technical Support:
0845 070 0380
Lines are open from Monday to Sunday 8:00am – 10:00pm UK time (excluding Christmas Day and New Year's Day).

Calls are charged at national rates. For calls from mobile phones charges may vary depending upon operator. Please ask the bill payer's permission before using this number.

Please note that this service is for technical difficulties only.
We regret that we cannot offer hints and tips.

On-Line Support Options

You can also contact us via email at: DISFAQs@europesupport.com.